UFO Duel Site Testing

or o buch site resting										
Test Executio	n Report									
Test Case		Step#	Step Description	Expected Result	Actual Result	Pass/Fail	Comments			
TC001	Validate HTML code using W3C HTML Validator									
			Navigate to the W3C HTML Validator at https://validator.w3.org/	Validator page displayed						
		2	In the address bar on the validate by URI tab			ļ				
		3	enter the following address			ļ				
		1	https://matthcoding.gith.ub.is/ufsd.us//	validator chock returns	validator check returns no errors or	DACC	https://validator.w3.org/nu/?doc=https%3A%2F%2Fmatt			
TC002	Validate CSS code using W3C CSS Validator		https://mattbcoding.github.io/ufoduel/	validator check returns no errors	warnings	PASS	bcoding.github.io%2Fufoduel%2F			
. 5302						1				
		1	Navigate to the W3C CSS Validator at https://jigsaw.w3.org/css-validator/	Validator page displayed		ļ	Ì			
		2	In the address bar on the validate by URI tab			Ļ	Ì			
		l .	enter the following address			ļ				
		1				ļ	https://jigsaw.w3.org/css-			
		1				Ļ	validator/validator?uri=https%3A%2F%2Fmattbcoding.git			
		1				ļ	hub.io%2Fufoduel%2F&profile=css3svg&usermedium=all			
		1	https://mattbcoding.github.io/ufoduel/	validator check returns no errors	validator check returns no errors	PASS	&warning=1&vextwarning=⟨=en			
		1				ļ	The second decay of the second			
		1				ļ	The report does include 64 warnings which relate to the			
TC003	Validate JavaScript code using JSHint validator	<u> </u>			1		use of CSS variables and -webkit- or -moz- prefixes			
10003	validate savascript code using ismint validator	1	Navigate to JSHint validator at jshint.com	Validator page displayed			T			
			Click on configure above the Metrics report	. IIII PIGE GIOPIGICO		ļ	Ì			
		3	enable 'New JavaScript features (ES6) under Assume			ļ	Metrics There are 86 functions in this file. Function with			
		l .	Click on configure above the Metrics report to close options			ļ	the largest signature take 2 arguments, while the median			
		1				Ļ	is 0. Largest function has 81 statements in it, while the			
		1				Ļ	median is 2. The most complex function has a cyclomatic			
		5	Copy and paste code from app.js file	validator check returns no errors	validator returns no errors	PASS	complexity value of 33 while the median is 1.			
TC004	Validate Accessibility of site using WAVE web acce									
			navigate to wave.webaim.org							
		1	enter https://mattbcoding.github.io/ufoduel/ into the webpage address input			Ļ	Ì			
		2	field on the page			Ļ	Report returns with 3 errors relating to empty label fields			
		3	press the arrow pointing right in the input field or press enter	the report should generate		ļ	on the custom toggle switches and custom slider bar. The			
		1				Ļ	webaim suggestion solution of having an appropriate title			
		1				Ļ	or heading located with the form item is already in place			
		1			Report returns 3 errors 1 alert and	Ļ	for screen readers. Therefore error ignored. The warning			
		1		chack rapart contains as	multiple passes in all over areas. No	DACC	relates to h3 missing in modals, the main modal heading			
TC005	Validate site text and game tile aria labels work a	anron	istely when using a screen reader	check report contains no errors or alerts	contrast or text sizing issues.	PASS	is a h2 whilst the sub headings inside the modal are h4's.			
10003	validate site text and game the ana labels work a		Open Google Chrome							
		1 -	Tagain sought contents			ļ	Ì			
		2	locate the three vertical dots usually top right of the browser for the menu	opens the menu for chrome		ļ	Ì			
		3	select settings	opens the settings menu		ļ	Ì			
		4	in the settings select Extensions from the left hand menu	opens the extensions page		ļ	Ì			
		1	select the menu from the three line hamburger icon and select open chrome			ļ	Ì			
		5	web store	opens the google chrome extensions store		ļ	Ì			
		1		screen reader extension should be top of the		ļ				
		6	search the store for screen reader	returned options		ļ				
		1 -	Screen Reader is an app extension offered by chrome.google.com select and			ļ				
		7	install the extension	The screen reader should read the site only		ļ				
		1		reading the heading initially, and then reading		ļ				
		8	Once installed navigate to https://mattbcoding.github.io/ufoduel/	each button as you select it	screen reader reads site heading	PASS				
		1 0		the rules modal should open and the screen	2. Commended reads site heading	1 1733	Ì			
		1		reader should read the content when you		Ļ	Ì			
		9	open the rules modal	select it	screen reader reads the content selected	PASS	Ì			
		1		the rules modal should close and the settings		ļ .	Ì			
		10	close the rules modal and open the settings modal	modal should open		ļ				
					•					

				the screen reader should read the settings	screen reader reads the selected		
				modal when you select the elements	elements	PASS	
		11	close the settings modal				
			click play classic				
			click start				
		13	CITCK STATE				
				l	the screen reader provides the user with		
			using the tab key tab through the game tiles and check that the screen reader		the name of each tile as they are selected		
		14	announces what each tile is	name informing the reader which tile is which	or focused on with keyboard	PASS	
		15	play a round of the game				
				the screen reader should announce the result	the screen reader reads the text when it		
		16	when the result appears in the scoreboard select the scrolling text	informing the player the result of the round.	is hovered over	PASS	
TC006	Test responsiveness of website on all screen sizes			interning the player the result of the round.	is noticed over	17100	
10000	lest responsiveness of website on all screen sizes						
		1	Open Chrome browser				
			Navigate to https://mattbcoding.github.io/ufoduel/	Website is displayed correctly	Website displays correctly	PASS	
			check favicon appears in tab title	favicon appears	favicon appears	PASS	
		4	right click and select inspect from pop up menu	developer tools open			
1			in the toolbar at the top of the page, select the drop down menu for the zoom				
1		5	% and select auto-adjust zoom	auto zoom adjust selected			
			click on the responsive drop down menu and select the following devices one	<u> </u>			
1			at a time - then check that each page appears correctly in portrait orientation				
1							
			in landscape orientation the screen should revert to a longer version and be				
1		6	scrollable.				
		7	iPad Pro		site displays correctly	PASS	
		8	iPad		site displays correctly	PASS	
		9	iPad Mini		site displays correctly	PASS	
		10	iPhone X		site displays correctly	PASS	
		11	iPhone 6/7/8 Plus		site displays correctly	PASS	
		12	iPhone 6/7/8		site displays correctly	PASS	
		13	iPhone 5/SE		site displays correctly	PASS	
		14	Galaxy S5		site displays correctly	PASS	
		15	Pixel 2		site displays correctly	PASS	
		16	Pixel 2XL		site displays correctly	PASS	
			set device to responsive and use the bars on the edge of the screen with two				
		17	lines to adjust the screen resolution.		site displays correctly	PASS	
			test that the size of elements adjusts as the width of the screen decreases		elements adjust in size in relation to		
		18	with no element appearing squashed or leaving its designated areas.		width	PASS	
		10	with no element appearing squashed or leaving its designated areas.			PASS	
					site becomes scrollable when height		
			test that when the screen height goes below 900px, whilst the width is		smaller than width at heights below		
			greater than the height, the screen becomes scrollable.		900px	PASS	
TC007	Test responsiveness of website on all screen sizes						
1		1	Open Firefox Browser				
		2	Navigate to https://mattbcoding.github.io/ufoduel/	Website is displayed correctly	Website displays correctly		
1			check favicon appears in tab title	favicon appears	favicon appears		
1		4	right click and select inspect from pop up menu	developer tools open			
			in the toolbar at the top of the page, select the drop down menu for the zoom	' '			
		5	% and select auto-adjust zoom	auto zoom adjust selected			
1		,	set device to responsive and use the bars on the edge of the screen with two	auto 200111 aujust selecteu			
1			·				
1		6	lines to adjust the screen resolution.				
1							
1							button sizes in quit modal appear too large. Added a max
1				all elements should resize accordingly			height attribute to them within the CSS file. Styling on the
			test that the size of elements adjusts as the width of the screen decreases	depending on the width of the browser			rounds needed slider appearing incorrectly, values
1		7	with no element appearing squashed or leaving its designated areas.	window	all elements correctly respond on retest	PASS	adjusted within CSS file and retested
			5 , 6	where the window is below 900px in height but			
1			test that when the screen height goes below 900px, whilst the width is	is wider than the height, the page should be	smaller than width at heights below		
1		8	greater than the height, the screen becomes scrollable.		-	PASS	
TC000	Test recognition are of website an all accounting			scrollable.	900px	PASS	
TC008	Test responsiveness of website on all screen sizes			I	1		T. Control of the con
1			Open Opera Browser	L.,			
1			Navigate to https://mattbcoding.github.io/ufoduel/	Website is displayed correctly	Website displays correctly	PASS	
1	l l	3	check favicon appears in tab title	favicon appears	favicon appears	PASS	

		4	right click and select inspect from pop up menu	developer tools open		PASS	
			in the toolbar at the top of the page, select the drop down menu for the zoom	i l			
		5	% and select auto-adjust zoom	auto zoom adjust selected		PASS	
			set device to responsive and use the bars on the edge of the screen with two				
		6	lines to adjust the screen resolution.				
		•		all elements should resize accordingly			
			test that the size of elements adjusts as the width of the screen decreases	depending on the width of the browser			
		7	with no element appearing squashed or leaving its designated areas.		all elements correctly respond	PASS	
		′	with no element appearing squashed of leaving its designated areas.			PASS	
				where the window is below 900px in height but			
					smaller than width at heights below		
		8	10 0 1	scrollable.	900px	PASS	
C009	Test responsiveness of website on all screen sizes	s using					
		1	Open Safari browser on mac device				
		2	Navigate to https://mattbcoding.github.io/ufoduel/	Website is displayed correctly	Website displays correctly	PASS	
		3	check favicon appears in tab title	favicon appears	favicon appears	PASS	
		4	right click and select inspect from pop up menu	developer tools open		PASS	
			in the toolbar at the top of the page, select the drop down menu for the zoom				
		5	% and select auto-adjust zoom	auto zoom adjust selected		PASS	
			set device to responsive and use the bars on the edge of the screen with two	auto 200111 aujust serecteu		17133	
		6	lines to adjust the screen resolution.				
		"	inics to adjust the screen resolution.				
			took that the size of alamouts adjusts a standard of the second of				
		_	test that the size of elements adjusts as the width of the screen decreases		l.,,		
		7	with no element appearing squashed or leaving its designated areas.		all elements correctly respond	PASS	
					site becomes scrollable when height		
			test that when the screen height goes below 900px, whilst the width is		smaller than width at heights below		
			greater than the height, the screen becomes scrollable.		900px	PASS	
C010	Test display of noscript message by disabling Java	aScript	in browser options				
		1	Open browser				
		2	For Google Chrome:				
		3	-open settings				
		4	-navigate to "Privacy and security"				
		5	-select "Site Settings"				
		6	-scroll down to "Content" options				
		7	-select "JavaScript"				
		′	-select Javascript				
		١.					
		8	-change "default behaviour" to "<\>Don't allow sites to use JavaScript				
		9	Navigate to https://mattbcoding.github.io/ufoduel/	Home page displayed	home page is displayed	PASS	
					error message appears in center of		
				JavaScript needed error message displayed in	screen	PASS	
				center of screen			
			Repeat steps 2 to 8 to re-enable JavaScript in the browser				
		10	repeat steps 2 to 8 to re-enable Javascript in the browser				
C011	Test Main Menu Button Functionality	10	Repeat steps 2 to 8 to re-enable Javascript in the browser				
C011	Test Main Menu Button Functionality						
C011	Test Main Menu Button Functionality	1	Navigate to https://mattbcoding.github.io/ufoduel/		All buttons visable	PASS	
C011	Test Main Menu Button Functionality				All buttons visable	PASS	
C011	Test Main Menu Button Functionality	1 2	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable	Opens enter name screen - press start to			
C011	Test Main Menu Button Functionality	1	Navigate to https://mattbcoding.github.io/ufoduel/	Opens enter name screen - press start to ensure classic version of game appears	All buttons visable opens name and game screen correctly	PASS PASS	
C011	Test Main Menu Button Functionality	1 2 3	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to	opens name and game screen correctly	PASS	
CO11	Test Main Menu Button Functionality	1 2 3 4	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears	opens name and game screen correctly opens name and game screen correctly	PASS PASS	
CO11	Test Main Menu Button Functionality	1 2 3 4 5	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal	opens name and game screen correctly opens name and game screen correctly opens rules modal correctly	PASS PASS PASS	
		1 2 3 4	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal	opens name and game screen correctly opens name and game screen correctly	PASS PASS	
CO11	Test Main Menu Button Functionality Test Rules Modal Functionality	1 2 3 4 5	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules Settings	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal	opens name and game screen correctly opens name and game screen correctly opens rules modal correctly	PASS PASS PASS	
		1 2 3 4 5	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal	opens name and game screen correctly opens name and game screen correctly opens rules modal correctly	PASS PASS PASS	
		1 2 3 4 5 6	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules Settings	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal Opens Settings Modal	opens name and game screen correctly opens name and game screen correctly opens rules modal correctly	PASS PASS PASS	
		1 2 3 4 5 6	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules Settings Navigate to https://mattbcoding.github.io/ufoduel/	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal Opens Settings Modal Opens Rules Modal	opens name and game screen correctly opens name and game screen correctly opens rules modal correctly opens settings modal correctly	PASS PASS PASS PASS	
		1 2 3 4 5 6 1 2	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules Settings Navigate to https://mattbcoding.github.io/ufoduel/ click on rules button click on close X in the top right corner of the modal to close	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal Opens Settings Modal Opens Rules Modal Closes Rules Modal	opens name and game screen correctly opens name and game screen correctly opens rules modal correctly opens settings modal correctly rules modal opens rules modal opens rules modal closes	PASS PASS PASS PASS	
		1 2 3 4 5 6 1 2 3 4	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules Settings Navigate to https://mattbcoding.github.io/ufoduel/ click on rules button click on close X in the top right corner of the modal to close click on rules button	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal Opens Settings Modal Opens Rules Modal Closes Rules Modal Opens Rules Modal Opens Rules Modal	opens name and game screen correctly opens name and game screen correctly opens rules modal correctly opens settings modal correctly rules modal opens rules modal closes rules modal closes rules modal opens	PASS PASS PASS PASS PASS PASS PASS PASS	
		1 2 3 4 5 6 1 2 3 4 5 5	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules Settings Navigate to https://mattbcoding.github.io/ufoduel/ click on rules button click on close X in the top right corner of the modal to close click on rules button click outside the rules modal to close	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal Opens Settings Modal Opens Rules Modal Closes Rules Modal Closes Rules Modal Closes Rules Modal	opens name and game screen correctly opens name and game screen correctly opens rules modal correctly opens settings modal correctly rules modal opens rules modal closes rules modal opens rules modal opens rules modal closes	PASS PASS PASS PASS PASS PASS PASS PASS	
		1 2 3 4 5 6 1 2 3 4	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules Settings Navigate to https://mattbcoding.github.io/ufoduel/ click on rules button click on close X in the top right corner of the modal to close click on rules button	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal Opens Settings Modal Opens Rules Modal	opens name and game screen correctly opens name and game screen correctly opens rules modal correctly opens settings modal correctly rules modal opens rules modal closes rules modal closes rules modal closes rules modal opens rules modal opens	PASS PASS PASS PASS PASS PASS PASS PASS	
		1 2 3 4 5 6 1 2 3 4 5 5	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules Settings Navigate to https://mattbcoding.github.io/ufoduel/ click on rules button click on close X in the top right corner of the modal to close click on rules button click outside the rules modal to close	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal Opens Settings Modal Opens Rules Modal Closes Rules Modal Closes Rules Modal Closes Rules Modal Opens Rules Modal Opens Rules Modal	opens name and game screen correctly opens name and game screen correctly opens rules modal correctly opens settings modal correctly rules modal opens rules modal coses rules modal opens modal content large enough for scroll bar	PASS PASS PASS PASS PASS PASS PASS PASS	
		1 2 3 4 5 6 5 6	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules Settings Navigate to https://mattbcoding.github.io/ufoduel/ click on rules button click on close X in the top right corner of the modal to close click on rules button click outside the rules modal to close click on rules button	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal Opens Rules Modal Opens Rules Modal Closes Rules Modal Closes Rules Modal Closes Rules Modal Upens Rules Modal	opens name and game screen correctly opens name and game screen correctly opens rules modal correctly opens settings modal correctly rules modal opens rules modal closes rules modal opens	PASS PASS PASS PASS PASS PASS PASS PASS	
CC012	Test Rules Modal Functionality	1 2 3 4 5 6 5 6	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules Settings Navigate to https://mattbcoding.github.io/ufoduel/ click on rules button click on close X in the top right corner of the modal to close click on rules button click outside the rules modal to close	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal Opens Rules Modal Opens Rules Modal Closes Rules Modal Closes Rules Modal Closes Rules Modal Upens Rules Modal	opens name and game screen correctly opens name and game screen correctly opens rules modal correctly opens settings modal correctly rules modal opens rules modal coses rules modal opens modal content large enough for scroll bar	PASS PASS PASS PASS PASS PASS PASS PASS	
		1 2 3 4 5 6 6 T	Navigate to https://mattbcoding.github.io/ufoduel/ Ensure the following menu buttons are visable Play Classic Play Spock Rules Settings Navigate to https://mattbcoding.github.io/ufoduel/ click on rules button click on close X in the top right corner of the modal to close click on rules button click outside the rules modal to close click on rules button	Opens enter name screen - press start to ensure classic version of game appears Opens enter name screen - press start to ensure spock version of game appears Opens Rules Modal Opens Rules Modal Opens Rules Modal Closes Rules Modal Closes Rules Modal Closes Rules Modal Upens Rules Modal	opens name and game screen correctly opens name and game screen correctly opens rules modal correctly opens settings modal correctly rules modal opens rules modal closes rules modal opens	PASS PASS PASS PASS PASS PASS PASS PASS	

				·			
		2	click on settings button		settings modal opens	PASS	
		3	click on close X in the top right corner of the modal to close		settings modal closes	PASS	
		4	click on settings button		settings modal opens	PASS	
		5	click outside the settings modal to close		settings modal closes	PASS	
					I -		
		6	click on settings button		settings modal opens	PASS	
		7	click on the game difficulty toggle	toggle should move to opposite side	toggle switch moves correctly	PASS	
				slider handle should move to location clicked			
		8	click on the rounds wanted track	on the track	handle moves correctly	PASS	
				rounds wanted numeric indicator below track	round numeric indicator updates to		
				should increase or decrease	correct value	PASS	
		9	click and drag on the rounds wanted handle	handle should move with mouse movement	handle moves correctly	PASS	
		9	click and drag on the rounds wanted handle			PASS	
				rounds wanted numeric indicator below track	round numeric indicator updates to		
				should increase or decrease	correct value	PASS	
		10	click on the colour mode toggle	toggle should move to opposite side	toggle switch moves correctly	PASS	
				colours used throughout site should change	colours change correctly	PASS	
		11	click on the colour mode toggle	toggle should move to opposite side	colours revert correctly	PASS	
				colours used throughout site should revert	,		
				back to original	colours revert correctly	PASS	
TC014	Took Cattings franchismality in some			Dack to original	colours revert correctly	FA33	
10014	Test Settings functionality in game	4	Manifesta to bitter. //westile and in a cities in the first of the stand		1		
		1	Navigate to https://mattbcoding.github.io/ufoduel/				
		2	click on settings button				
		3	click on the game difficulty toggle to set difficulty to hard	toggle should move to opposite side	toggle switch moves correctly	PASS	
		4	click and drag on the rounds wanted handle	handle should move with mouse movement	handle moves correctly	PASS	
				rounds wanted numeric indicator below track	,		
				should increase or decrease	indicator changes correctly	PASS	
				Should increase of decrease	indicator changes correctly	FA33	
		-		and the second s	and an over other transfer	DAGG	
		5	set rounds wanted to 3	numeric indicator should display the number 3	set correctly to three	PASS	
			exit settings modal via either clicking on X in top right, or clicking outside				
		6	modal	settings modal should close	modal closed correctly	PASS	
TC014A	Test hard mode in Classic						
TC014A	Test hard mode in Classic		I				
TC014A	Test hard mode in Classic	1	click on play classic	game should change to enter name screen	game changes to enter name screen	PASS	
TC014A	Test hard mode in Classic		click on play classic	game should change to enter name screen classic game should start	game changes to enter name screen		
TC014A	Test hard mode in Classic	1 2	click on play classic click on start button	classic game should start	game changes to enter name screen classic game starts	PASS PASS	
TC014A	Test hard mode in Classic			classic game should start classic game has three grey ufo's in the middle	classic game starts	PASS	
TC014A	Test hard mode in Classic		click on start button	classic game should start			
TC014A	Test hard mode in Classic	2	click on start button select one of the grey game tiles at random each round until you either win	classic game should start classic game has three grey ufo's in the middle	classic game starts	PASS	
TC014A	Test hard mode in Classic		click on start button	classic game should start classic game has three grey ufo's in the middle	classic game starts	PASS	
TC014A	Test hard mode in Classic	3	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round	classic game should start classic game has three grey ufo's in the middle and one red boss ufo	classic game starts elements display correctly	PASS PASS	
TC014A	Test hard mode in Classic	2	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played	classic game should start classic game has three grey ufo's in the middle	classic game starts	PASS	
TC014A	Test hard mode in Classic	3 4	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round	classic game should start classic game has three grey ufo's in the middle and one red boss ufo	classic game starts elements display correctly	PASS PASS	
TC014A	Test hard mode in Classic	3	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played	classic game should start classic game has three grey ufo's in the middle and one red boss ufo	classic game starts elements display correctly	PASS PASS	
TC014A	Test hard mode in Classic	3 4	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active	classic game starts elements display correctly Al choice as expected	PASS PASS	
TC014A	Test hard mode in Classic	3 4 5	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active player should win hand if hard mode active Game should change to end game you win	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with	PASS PASS PASS	
		3 4 5	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active player should win hand if hard mode active	classic game starts elements display correctly Al choice as expected Al choice as expected	PASS PASS	
TC014B	Test hard mode in Classic Test End game you win screen	3 4 5	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active player should win hand if hard mode active Game should change to end game you win	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with	PASS PASS PASS	
		3 4 5 6	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active player should win hand if hard mode active Game should change to end game you win screen	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message	PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	3 4 5 6	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active player should win hand if hard mode active Game should change to end game you win	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with	PASS PASS PASS	
		3 4 5 6	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active player should win hand if hard mode active Game should change to end game you win screen	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message	PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	3 4 5 6	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active game should change to end game you win screen game should return to main menu	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen	PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	2 3 4 5 6	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active player should win hand if hard mode active Game should change to end game you win screen game should return to main menu game should change to enter name screen	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen correctly	PASS PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	3 4 5 6	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active player should win hand if hard mode active Game should change to end game you win screen game should return to main menu game should change to enter name screen spock game should start	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen	PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	2 3 4 5 6	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active player should win hand if hard mode active Game should change to end game you win screen game should return to main menu game should change to enter name screen	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen correctly	PASS PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	2 3 4 5 6	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active player should win hand if hard mode active Game should change to end game you win screen game should return to main menu game should change to enter name screen spock game should start	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen correctly	PASS PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	2 3 4 5 6	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button click on play spock button click on start button	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active player should win hand if hard mode active Game should change to end game you win screen game should return to main menu game should change to enter name screen spock game should start spock game has five grey ufo's in the middle	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen correctly spock game starts correctly	PASS PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	3 4 5 6	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button click on play spock button click on start button select one of the grey game tiles at random each round until you either win	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active player should win hand if hard mode active Game should change to end game you win screen game should return to main menu game should change to enter name screen spock game should start spock game has five grey ufo's in the middle	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen correctly spock game starts correctly	PASS PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	2 3 4 5 6	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button click on play spock button click on start button select one of the grey game tiles at random each round until you either win the round or lose the round	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active game should win hand if hard mode active screen game should change to end game you win screen game should return to main menu game should change to enter name screen spock game should start spock game has five grey ufo's in the middle and one red boss ufo	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen correctly spock game starts correctly	PASS PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	3 4 5 6 1 1 2	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button click on play spock button click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand the AI should choose to play a hand	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active game should change to end game you win screen game should return to main menu game should change to enter name screen spock game should start spock game has five grey ufo's in the middle and one red boss ufo confirm AI move in following hand matches	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen correctly spock game starts correctly elements display correctly	PASS PASS PASS PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	3 4 5 6 1 1 2	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button click on play spock button click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand the AI should choose to play a hand that would beat your previous selection	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active game should win hand if hard mode active screen game should change to end game you win screen game should return to main menu game should change to enter name screen spock game should start spock game has five grey ufo's in the middle and one red boss ufo	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen correctly spock game starts correctly	PASS PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	3 4 5 6 1 1 2	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button click on play spock button click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand the AI should choose to play a hand that would beat your previous selection so if you win with rock, the AI should choose either paper or spock	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active game should change to end game you win screen game should return to main menu game should change to enter name screen spock game should start spock game has five grey ufo's in the middle and one red boss ufo confirm AI move in following hand matches	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen correctly spock game starts correctly elements display correctly	PASS PASS PASS PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	3 4 5 6 1 1 2	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button click on play spock button click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand the AI should choose to play a hand that would beat your previous selection	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active game should change to end game you win screen game should return to main menu game should change to enter name screen spock game should start spock game has five grey ufo's in the middle and one red boss ufo confirm AI move in following hand matches	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen correctly spock game starts correctly elements display correctly	PASS PASS PASS PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	3 4 5 6 1 1 2	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button click on play spock button click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand the AI should choose to play a hand that would beat your previous selection so if you win with rock, the AI should choose either paper or spock	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active game should change to end game you win screen game should return to main menu game should change to enter name screen spock game should start spock game has five grey ufo's in the middle and one red boss ufo confirm AI move in following hand matches	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen correctly spock game starts correctly elements display correctly	PASS PASS PASS PASS PASS PASS PASS PASS	
TC014B	Test End game you win screen	3 4 5 6 1 1 2 3 4 4a 4b	click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand play the tile the AI previously played if you lose the round - for the next hand play the tile that the AI previously played repeat hand selection steps until you have won three rounds click on return to menu button click on play spock button click on start button select one of the grey game tiles at random each round until you either win the round or lose the round if you win the round - for the next hand the AI should choose to play a hand that would beat your previous selection so if you win with rock, the AI should choose either paper or spock if you win with paper, the AI should choose either scissors or lizard	classic game should start classic game has three grey ufo's in the middle and one red boss ufo player should win hand if hard mode active game should change to end game you win screen game should return to main menu game should change to enter name screen spock game should start spock game has five grey ufo's in the middle and one red boss ufo confirm AI move in following hand matches	classic game starts elements display correctly Al choice as expected Al choice as expected end screen displayed correctly with correct message game returns to main menu correctly game changes to enter name screen correctly spock game starts correctly elements display correctly	PASS PASS PASS PASS PASS PASS PASS PASS	

			1				
			if you lose the round - for the next hand the AI should choose to play a hand	confirm AI move in following hand matches			
		5	that would beat the hand that beats the hand it just played.	hard mode pattern	Al choice as expected	PASS	
			so if the AI wins with rock - it will assume you will play to beat rock with paper				
		5a	or spock next hand, so it will play lizard				
		5b	if the AI wins with paper, it will play rock next				
		5c	if the AI wins with scissors, it will play paper next				
		5d	if the AI wins with lizard, it will play spock next				
		5e	if the AI wins with spock, it will play scissors next				
		50	in the At wins with speck, it will play seissors next	game should shange to end game you win			
		_	and the second s	game should change to end game you win		DAGG	
		6	repeat hand selection steps until you have won three rounds	screen	game changes to the appropriate screen	PASS	
		_					
TCO4 4D		7	click on return to menu button	game should return to main menu	game returns to main menu correctly	PASS	
TC014D	Test overall loss in classic game hard mode			T T	game changes to enter name screen		
					game changes to enter name screen	PASS	
		1	click on play classic button	game should change to enter name screen	correctly	PASS	
		_			game changes to classic game screen		
		2	click on start button	game should change to classic game screen	correctly	PASS	
			select one of the grey game tiles at random each round until you either win				
		3	the round or lose the round				
1		3a	if you win - play the same hand again	you should lose next round	lost round correctly	PASS	
		3b	if you lose to rock play next hand with paper	you should lose the round	lost round correctly	PASS	
		3с	if you lose to paper play next hand with scissors	you should lose the round	lost round correctly	PASS	
		3d	if you lose to scissors play next hand with rock	you should lose the round	lost round correctly	PASS	
				game should change to end game you lose	game changes to correct end game		
		4	continue to lose rounds until the AI has won three rounds	screen	screen	PASS	
TC014E	Test overall loss in spock game hard mode						
					game changes to enter name screen		
		1	click on play spock button		correctly	PASS	
					game changes to spock game mode		
		2	click on start button		correctly	PASS	
			select one of the grey game tiles at random each round until you either win				
		3	the round or lose the round				
		4	if you win - play the same hand again	you should lose the round	lost round correctly	PASS	
		4a	if you lose to rock play next hand with paper or spock	you should lose the round	lost round correctly	PASS	
		4b	if you lose to paper play next hand with scissors or lizard	you should lose the round	lost round correctly	PASS	
		40	if you lose to scissors play next hand with rock or spock	you should lose the round	lost round correctly	PASS	
		4d	if you lose to lizard play next hand with scissors or rock	you should lose the round	lost round correctly	PASS	
		4e	if you lose to spock play next hand with paper or lizard	you should lose the round	lost round correctly	PASS	
			In your lose to spook play next hand with paper or near a	game should change to end game you lose	game changes to correct end game	17155	
		5	continue to lose rounds until the AI has won three rounds	screen	screen	PASS	
		,	continue to lose rounds until the Arnas work three rounds	Succin	Scient	1733	
		6	click on return to menu button	game should return to main menu	game returns to main menu correctly	PASS	
TC014F	Test in game modals - classic hard mode		Short of Federal to Mena Sactors	Same should retain to main mena	game recards to main mena correctly	17100	
					game changes to enter name screen		
		1	click on play classic button	enter name screen should open	correctly	PASS	
					game changes to classic game screen		
		2	click on start button	classic game screen should open	correctly	PASS	
				rules modal with instructions for classic game	rules modal opens correctly with correct		
		3	click on rules button	mode should open	content	PASS	
		4	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		5	click on X to close modal	modal should close	model closes correctly	PASS	
		,	Charles on A to close model	rules modal with instructions for classic game	rules modal opens correctly with correct	1 733	
		6	click on rules button	mode should open	content	PASS	
		7	click outside of modal	modal should close	modal closed correctly	PASS	
		8	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		9	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		10	click on X to close modal	modal should close	modal closed correctly	PASS	
		11	click on A to close modal	quit modal should open	quit modal opens correctly	PASS	
		12	click outside of modal	modal should close	modal closed correctly	PASS	
		13	click on guit button	quit modal should open	quit modal opens correctly	PASS	
1		14	click on stay and fight button	modal should close	modal closed correctly	PASS	
			click on guit button	quit modal should open	quit modal opens correctly	PASS	
1	1	13	Jones on quit button	quit moual should open	quit modal opens correctly	F M33	

1	1		I	I	1		1
		10	aliak an ayik kyektan inaida madal	game should return to main menu	and the second s	PASS	
TC014G	Total to according to the state of the state	16	click on quit button inside modal	game should return to main menu	game changes to main menu correctly	PASS	
1C014G	Test in game modals - spock hard mode				I a second a		
		1	aliali an alou anceli huttan	antar nama saran sharild anan	game changes to enter name screen	DACC	
		1	click on play spock button	enter name screen should open	correctly	PASS	
		_			game changes to spock game mode		
		2	click on start button	spock game screen should open	correctly	PASS	
				rules modal with instructions for spock game	rules modal opens correctly with correct		
		3	click on rules button	mode should open	content	PASS	
		4	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		5	click on X to close modal	modal should close	modal closed correctly	PASS	
				rules modal with instructions for classic game	rules modal opens correctly with correct		
		6	click on rules button	mode should open	content	PASS	
		7	click outside of modal	modal should close	modal closed correctly	PASS	
		8	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		9	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		10	click on X to close modal	modal should close	modal closed correctly	PASS	
		11	click on auit button	guit modal should open	quit modal opens correctly	PASS	
		12	click outside of modal	modal should close	modal closed correctly	PASS	
		13	click on guit button	quit modal should open	quit modal opens correctly	PASS	
			· ·	1.1			
		14	click on stay and fight button	modal should close	modal closed correctly	PASS	
		15	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		4.5	altaliana austria da			DAGG	
TCO4 4::	Task in account models also	16	click on quit button inside modal	game should return to main menu	game changes to main menu correctly	PASS	
TC014H	Test in game modals - classic easy mode	1	click on settings button	I	cotting and deligrant and and the	PASS	
					settings modal opens correctly	PASS	
		2	click on game difficulty toggle to change game mode back to easy	toggle should move to opposite side	toggle switch moves correctly		
		3	click outside of modal to close modal	modal should close	modal closed correctly	PASS	
					game changes to enter name screen		
		4	click on play classic button	enter name screen should open	correctly	PASS	
					game changes to classic game screen		
		5	click on start button	classic game screen should open	correctly	PASS	
				rules modal with instructions for classic game	rules modal opens correctly with correct		
		6	click on rules button	mode should open	content	PASS	
		7	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		8	click on X to close modal	modal should close	modal closed correctly	PASS	
				rules modal with instructions for classic game	rules modal opens correctly with correct		
		9	click on rules button	mode should open	content	PASS	
		10	click outside of modal	modal should close	modal closed correctly	PASS	
		11	click on guit button	guit modal should open	guit modal opens correctly	PASS	
		12	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		13	click on X to close modal	modal should close	modal closed correctly	PASS	
		14	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		15	click outside of modal	modal should close	modal closed correctly	PASS	
		16	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		17	click on stay and fight button	modal should close		PASS	
		18	click on guit button	quit modal should open	modal closed correctly quit modal opens correctly	PASS	
		18	CHICK OH QUIL DULLON	quit modal should open	quit modal opens correctly	PASS	
		19	click on guit button inside modal	game should return to main menu	game changes to main menu correctly	PASS	
TC014I	Test in game modals - spock easy mode	1.5	point on quit pattori inside modul	Bonne should retain to main mena	Borne changes to main mena correctly	1 733	
	and models spock cusy mode				game changes to enter name screen		
		1	click on play spock button	enter name screen should open	correctly	PASS	
					game changes to spock game mode		
		2	click on start button	spock game screen should open	correctly	PASS	
		_		rules modal with instructions for spock game	rules modal opens correctly with correct		
		3	click on rules button	mode should open	content	PASS	
		4	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		5	click on X to close modal	modal should close	modal closed correctly	PASS	
		-		rules modal with instructions for classic game	rules modal opens correctly with correct		
		6	click on rules button	mode should open	content	PASS	
		7	click outside of modal	modal should close	modal closed correctly	PASS	
		8	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		9	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
				modal should close	modal closed correctly	PASS	
1	ı	10	John of A to close filodal	Imodal should close	oaa. a.osca correctly	1 733	1

		11	to the state of				
			click on quit button	quit modal should open	quit modal opens correctly	PASS	
		12	click outside of modal	modal should close	modal closed correctly	PASS	
		13	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		14	click on stay and fight button	modal should close	modal closed correctly	PASS	
		15	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		13	lenek on quit button	quit modul should open	quit modul opens correctly	1733	
		16	click on quit button inside modal	game should return to main menu	game changes to main menu correctly	PASS	
015	Test game functionality - easy mode classic	10	click on quit batton inside modal	game should return to main menu	game changes to main menu correctly	FASS	
.013	Test game functionality - easy mode classic		I	I			
		١.			game changes to enter name screen		
		1	click on play classic button	game should change to enter name screen	correctly	PASS	
					game changes to classic game screen		
		2	click on start button	game should change to classic game screen	correctly	PASS	
			select one of the grey game tiles at random each round until you win three	the game should change to the you win end	game changes to the correct end game		
		3	rounds in total	game screen	screen	PASS	
				the game should change to the you lose end	game changes to the correct end game		
		4	if you lose three rounds	game screen	screen	PASS	
					game changes to the main menu		
		5	click on the return to menu button		correctly	PASS	
			repeat steps to test alternative ending, if you lost overall repeat until you win,	the game should change to the appropriate	game displays the correct end game		
		6	if you won overall repeat until you lose	end game screen	screen with the correct content	PASS	
015A	Test game functionality - easy mode spock	<u> </u>	1.1	1 0	The second second	55	
	- 223 game ranceonancy cusy mode spock				game changes to enter name screen		
		1	click on play spock button	game should change to enter name screen	correctly	PASS	
		1	Teller on play spock button	barne should change to enter hame screen		r MJJ	
		2	click on start button	game should shange to seed seed seed	game changes to spock game mode	PASS	
		4	click on start button	game should change to spock game screen	correctly	PASS	
		_	select one of the grey game tiles at random each round until you win three	the game should change to the you win end	game changes to the correct end game	D4.00	
		3	rounds in total	game screen	screen	PASS	
				the game should change to the you lose end	game changes to the correct end game		
		4	if you lose three rounds	game screen	screen	PASS	
			I .	1	game changes to the main menu	· •	I .
					game changes to the main menu		
		5	click on the return to menu button		correctly	PASS	
		5	click on the return to menu button repeat steps to test alternative ending, if you lost overall repeat until you win,	the game should change to the appropriate	-	PASS	
		5 6		the game should change to the appropriate end game screen	correctly	PASS PASS	
0016	Test enter name screen		repeat steps to test alternative ending, if you lost overall repeat until you win,		correctly game displays the correct end game		
C016	Test enter name screen	6	repeat steps to test alternative ending, if you lost overall repeat until you win,		correctly game displays the correct end game		
C016	Test enter name screen	6	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose		correctly game displays the correct end game screen with the correct content Website displays correctly	PASS	
C016	Test enter name screen	6	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/	end game screen	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen	PASS	
C016	Test enter name screen	1 2	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button	game should change to enter name screen	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly	PASS PASS	
C016	Test enter name screen	1	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/	end game screen	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen	PASS	
C016	Test enter name screen	1 2 3	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box	game should change to enter name screen icon should change colour to red	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly	PASS PASS PASS PASS	
C016	Test enter name screen	1 2	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button	game should change to enter name screen	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly	PASS PASS	
C016	Test enter name screen	1 2 3 4	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button	game should change to enter name screen icon should change colour to red game should return to main menu	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen	PASS PASS PASS PASS PASS	
C016	Test enter name screen	1 2 3 4 5	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button	game should change to enter name screen icon should change colour to red	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly	PASS PASS PASS PASS	
C016	Test enter name screen	1 2 3 4	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly	PASS PASS PASS PASS PASS	
2016	Test enter name screen	1 2 3 4 5 6	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click in side the input field and enter "aBc DeF"	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and	PASS PASS PASS PASS PASS PASS	
C016	Test enter name screen	1 2 3 4 5	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly	PASS PASS PASS PASS PASS	
C016	Test enter name screen	1 2 3 4 5 6	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF"	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset	PASS PASS PASS PASS PASS PASS	
2016	Test enter name screen	1 2 3 4 5 6	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click in side the input field and enter "aBc DeF"	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly	PASS PASS PASS PASS PASS PASS	
C016	Test enter name screen	1 2 3 4 5 6	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF"	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset	PASS PASS PASS PASS PASS PASS PASS	
C016	Test enter name screen	1 2 3 4 5 6 7 8	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF" press enter click back button click on play classic button	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly	PASS PASS PASS PASS PASS PASS	
0016	Test enter name screen	1 2 3 4 5 6 7	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click in play classic button click inside the input field and enter "aBc DeF" press enter click back button	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field game should return to main menu	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen	PASS PASS PASS PASS PASS PASS PASS	
C016	Test enter name screen	1 2 3 4 5 6 7 8	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF" press enter click back button click on play classic button	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field game should return to main menu	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen	PASS PASS PASS PASS PASS PASS PASS	
2016	Test enter name screen	1 2 3 4 5 6 7 8	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF" press enter click back button click on play classic button	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field game should return to main menu game should return to main menu game should change to enter name screen	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly	PASS PASS PASS PASS PASS PASS PASS	
0016	Test enter name screen	6 1 2 3 4 5 6 7 8 9 10	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF" press enter click back button click on play classic button click inside the input field and enter a space	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field game should return to main menu game should return to main menu game should change to enter name screen game should change to enter name screen game should display error message and clear	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset	PASS PASS PASS PASS PASS PASS PASS PASS	
C016	Test enter name screen	6 1 2 3 4 5 6 7 8 9 10	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF" press enter click back button click inside the input field and enter a space click inside the input field and enter a space click inside the input field and enter a space	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field game should return to main menu game should return to main menu game should change to enter name screen game should change to enter name screen game should display error message and clear	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game changes to classic game screen	PASS PASS PASS PASS PASS PASS PASS PASS	
2016	Test enter name screen	6 1 2 3 4 5 6 7 8 9 10	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF" press enter click back button click on play classic button click inside the input field and enter a space click inside the input field and enter a space	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field game should return to main menu game should return to main menu game should change to enter name screen game should display error message and clear input field	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset	PASS PASS PASS PASS PASS PASS PASS PASS	
C016	Test enter name screen	6 1 2 3 4 5 6 7 8 9 10	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF" press enter click back button click inside the input field and enter a space click inside the input field and enter a space click inside the input field and enter a space	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field game should return to main menu game should change to enter name screen game should change to enter name screen game should display error message and clear input field	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game changes to classic game screen	PASS PASS PASS PASS PASS PASS PASS PASS	
C016	Test enter name screen	6 2 3 4 5 6 7 8 9 10 11	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF" press enter click back button click on play classic button click inside the input field and enter a space click start click in input field and enter a name that is less than 15 characters and contains no spaces	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field game should return to main menu game should change to enter name screen game should return to main menu game should change to enter name screen game should display error message and clear input field game should display error message and clear input field	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game changes to classic game screen correctly	PASS PASS PASS PASS PASS PASS PASS PASS	
2016	Test enter name screen	6 1 2 3 4 5 6 7 8 9 10	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF" press enter click back button click inside the input field and enter a space click inside the input field and enter a space click inside the input field and enter a space	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field game should return to main menu game should change to enter name screen game should change to enter name screen game should display error message and clear input field	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game changes to classic game screen	PASS PASS PASS PASS PASS PASS PASS PASS	
0016	Test enter name screen	6 1 2 3 4 5 6 7 8 9 10 11 12	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF" press enter click back button click on play classic button click inside the input field and enter a space click inside the input field and enter a space click inside the input field and enter a space click in play classic button click in play classic button click inside the input field and enter a space click start click in input field and enter a name that is less than 15 characters and contains no spaces	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field game should return to main menu game should change to enter name screen game should change to enter name screen game should display error message and clear input field game should display error message and clear input field game should change to classic game screen the name you entered should appear in the scoreboard top left	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game changes to enter name screen correctly error message appears correctly and input field reset game changes to classic game screen correctly	PASS PASS PASS PASS PASS PASS PASS PASS	
C016	Test enter name screen	6 2 3 4 5 6 7 8 9 10 11	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF" press enter click back button click on play classic button click inside the input field and enter a space click start click in input field and enter a name that is less than 15 characters and contains no spaces	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field game should return to main menu game should change to enter name screen game should return to main menu game should change to enter name screen game should display error message and clear input field game should display error message and clear input field	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game changes to classic game screen correctly player name displayed correctly game changes to main menu correctly	PASS PASS PASS PASS PASS PASS PASS PASS	
2016	Test enter name screen	6 1 2 3 4 5 6 7 8 9 10 11 12 13 14	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF" press enter click back button click on play classic button click inside the input field and enter a space click start click in input field and enter a name that is less than 15 characters and contains no spaces press enter click on the quit button, then the quit button inside the modal	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field game should return to main menu game should change to enter name screen game should change to enter name screen game should display error message and clear input field game should display error message and clear input field game should change to classic game screen the name you entered should appear in the scoreboard top left game should return to main menu	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game changes to classic game screen correctly player name displayed correctly game changes to main menu correctly game changes to main menu correctly game changes to main menu correctly game changes to enter name screen	PASS PASS PASS PASS PASS PASS PASS PASS	
2016	Test enter name screen	6 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose Navigate to https://mattbcoding.github.io/ufoduel/ click on play classic button hover mouse over back button top left of central box click on back button click on play classic button click inside the input field and enter "aBc DeF" press enter click back button click on play classic button click inside the input field and enter a space click inside the input field and enter a space click inside the input field and enter a space click in play classic button click in play classic button click inside the input field and enter a space click start click in input field and enter a name that is less than 15 characters and contains no spaces	game should change to enter name screen icon should change colour to red game should return to main menu game should change to enter name screen game should display error message and clear input field game should return to main menu game should change to enter name screen game should change to enter name screen game should display error message and clear input field game should display error message and clear input field game should change to classic game screen the name you entered should appear in the scoreboard top left	correctly game displays the correct end game screen with the correct content Website displays correctly game changes to enter name screen correctly icon changes colour correctly game changes to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game returns to main menu correctly game changes to enter name screen correctly error message appears correctly and input field reset game changes to classic game screen correctly player name displayed correctly game changes to main menu correctly	PASS PASS PASS PASS PASS PASS PASS PASS	

1	ı		The second second	1		1
			the game should change to the classic game			
			screen with the name Mystery Person	game changes to classic game screen		
			displayed in the player name area of the	correctly with correct Mystery Person		
		17 press enter without inserting spaces or characters	scoreboard	name displayed	PASS	
		18 click on the quit button, then the quit button inside the modal	the game should return to the main menu	game changes to main menu correctly	PASS	
				game changes to the enter name screen		
		19 click on the play spock button	game should change to enter name screen	correctly	PASS	
		20 hover mouse over back button top left of central box	icon should change colour to red	icon changes colour correctly	PASS	
		21 click on back button	game should return to main menu	game changes to main menu correctly	PASS	
		33 Allahara tha alamana da ba tana		game changes to enter name screen	DAGG	
		click on the play spock button click inside the input field and enter "aBc DeF"	game should change to enter name screen	correctly	PASS	
		23 click inside the input field and enter "aBc DeF"		game displays the error message		
			game should display error message and clear	game displays the error message correctly and clears the input field		
		24 press enter	input field	correctly	PASS	
		24 press enter	input neid	game changes to the main menu	PASS	
		25 click back button	game should return to main menu	correctly	PASS	
		25 John State Dutton	Barne Should return to main menu	game changes to the enter name screen	1733	
		26 click on the play spock button	game should change to enter name screen	correctly	PASS	
		27 click inside the input field and enter a space	game and starting to enter home street			
		ener inside the input neta and enter a space		game displays the error message		
			game should display error message and clear	correctly and clears the input field		
		28 click start	input field	correctly	PASS	
		click in input field and enter a name that is less than 15 characters and	, , , , ,			
		29 contains no spaces				
		·	game should change to classic game screen -	game changes the classic game screen		
			the name you entered should appear in the	correctly and displays the name entered		
		30 press enter	scoreboard top left	correctly	PASS	
				game changes to the main menu		
		31 click on the quit button, then the quit button inside the modal	game should return to main menu	correctly	PASS	
				game changes to the enter name screen		
		32 click on the play spock button	game should change to enter name screen	correctly	PASS	
		33 click inside the input field				
			the game should change to the classic game			
			screen with the name Mystery Person	game changes to the spock game screen		
			displayed in the player name area of the	correctly and displays the Mystery		
		34 press enter without inserting spaces or characters	scoreboard	Person name correctly	PASS	
		35 click on the quit button, then the quit button inside the modal	the game should return to the main menu	game returns to main menu correctly	PASS	
TC017	Visual confirmation of dark mode	a beautiful to the second of	T	1		
		1 Navigate to https://mattbcoding.github.io/ufoduel/		1		
		2 click on the settings button to open the settings modal	the transfer of the bould account at	settings modal opens correctly	PASS	
		2 district the selection and because the	the toggle switch should move to the opposite	la contra de la contra del la contra del la contra del la contra de la contra del la contra de la contra del la con	2455	
		3 click on the colour mode toggle switch	side	toggle switch moves correctly	PASS	
			the colour scheme in use should change	the colour scheme changes correctly	PASS	
		4 click outside the modal to close the modal	immediately the modal should close	the colour scheme changes correctly the modal closes correctly	PASS	
		5 Visually confirm the following	the modal should close	the modal closes correctly	FMSS	
		5 Visually Collini in the following				
		6 the background image appears to be darker than the previous background	confirmed	confirmed	PASS	
		the sun has been removed on the left hand side of the title bar	confirmed	confirmed	PASS	
		the moon has been inserted on the right hand side of the title bar	confirmed	confirmed	PASS	
		9 the sky colouring has become darker	confirmed	confirmed	PASS	
		there are animated ufo's descending to earth in the sky	confirmed	confirmed	PASS	
		the animated ufo's descend to the earth and disappear in between the				
		11 mountains	confirmed	confirmed	PASS	
		12 the ufo's descending repeats continually	confirmed	confirmed	PASS	
		the title and button styling has changed to the darker colour scheme of dark				
		grey, grey and yellow.	confirmed	confirmed	PASS	
		9 //9 /		game changes to enter name screen		
		14 click play classic	the enter name screen should open	correctly. Elements in correct colour	PASS	
1	ı I '					1

1	1		I and the book button and a name label and start button base all abanced	I.	1		I
		15	confirm back button, enter name label, and start button have all changed colour	confirmed	confirmed	PASS	
		13	Colour	Commined	game changes to classic game screen	PASS	
					correctly. Elements in correct colour		
		16	click on start button	game should change to classic game screen	scheme	PASS	
		10	click off start battori	game should change to classic game screen	Scheme	1733	
			the selectable ufo's should now be in a darker grey and the light beam should				
		17	be a light blue in colour. The Boss ufo should still be red	confirmed	confirmed	PASS	
			the scoreboard, rules button and quit button are all in the darker colour				
		18	scheme	confirmed	confirmed	PASS	
					rules modal opens correctly with correct		
		19	click on the rules button	the rules modal should open	content	PASS	
			confirm the modal colour scheme has changed, the title should be in white,				
			with the main text in yellow. The background of the title should be a darker				
		20	grey than the interior of the modal.	confirmed	confirmed	PASS	
		21	click outside the modal to close the modal	the rules modal should close	modal closed correctly	PASS	
		22	click on the quit button	the quit game modal should open	quit modal opens correctly	PASS	
			confirm the modal colour scheme has changed, the title should be in white,				
			with the main text in yellow. The background of the title should be a darker				
		23	grey than the interior of the modal.	confirmed	confirmed	PASS	
		24	click on the quit button inside the quit modal	the game should return to the main menu	game changes to main menu correctly	PASS	
		25		L	game changes to enter name screen		
		25	click play spock	the enter name screen should open	correctly	PASS	
		26	confirm back button, enter name label, and start button have all changed	- Farmed		DAGG	
		26	colour	confirmed	confirmed	PASS	
		27	click on start button	anno should shouse to socil some series	game changes to spock game mode	PASS	
		21	click on start button	game should change to spock game screen	correctly	PASS	
			the selectable ufo's should now be in a darker grey and the light beam should				
		28	be a light blue in colour. The Boss ufo should still be red	confirmed	confirmed	PASS	
		20	the scoreboard, rules button and quit button are all in the darker colour	Commed	Committee	1733	
		29	scheme	confirmed	confirmed	PASS	
					rules modal opens correctly with correct		
		30	click on the rules button	the rules modal should open	content	PASS	
			confirm the modal colour scheme has changed, the title should be in white,				
			with the main text in yellow. The background of the title should be a darker				
		31	grey than the interior of the modal.	confirmed	confirmed	PASS	
		32	click outside the modal to close the modal	the rules modal should close	modal closed correctly	PASS	
		33	click on the quit button	the quit game modal should open	quit modal opens correctly	PASS	
			confirm the modal colour scheme has changed, the title should be in white,				
			with the main text in yellow. The background of the title should be a darker				
		34	grey than the interior of the modal.	confirmed	confirmed	PASS	
		35	click on the quit button inside the quit modal	the game should return to the main menu	game changes to main menu correctly	PASS	
		36	click on the play classic button	the game should open the enter name screen	game changes the name screen correctly	PASS	
		27	all all and the set of heaten	the comment and a second and a second		DACC	
		37	click on the start button	the game should enter the classic game screen	game changes the game screen correctly	PASS	
		38	play the game until the end screen appears, either a win or loss.				
			confirm end game screen colour scheme has changed, the title should be in white, with the main text in yellow. The background of the title should be a				
			darker grey than the interior of the modal. The back to menu button should				
		39	have yellow text.				
TC018	Test Keyboard functionality	-					
TC018A	main menu navigation	1	Navigate to https://mattbcoding.github.io/ufoduel/				
				the first button, play classic should gain an			
		2	press the tab key	outline showing it is focused.	first button is focused. correctly	PASS	
			press the tab key to cycle through the menu options, on reaching the settings	_			
			button press shift + tab to navigate through the options backwards	order	navigation changes in correct order	PASS	
TC018B	rules modal navigation		navigate to the rules button with the tab key	l	l		
1		2	press enter	the rules modal should open	rules modal opens correctly	PASS	

				the close modal button should turn red the			
				same as when you hover over it, it should also	close gains focus correctly with		
		3	press tab - twice	gain an outline showing it is selected	background in red as required	PASS	
[1	press enter	the rules modal should close	rules modal closes correctly	PASS	
		5	reselect the rules button using the tab key		button selected correctly	PASS	
			press enter	the rules modal should open	rules modal opens correctly	PASS	
		-	F		the body did not gain a focus outline.		
					Changes made to HTML file to add		
					tabindex value to allow keyboard users		
				the main body of text should gain an outline	to select body and activate scroll		
		-		-	1	DACC	Daniel Company of the
			press tab - three times	showing it is focused.	functionality	PASS	Pass following changes to fix accessibility issue
		8	use the up and down arrows to navigate the scroll of the page	the page should scroll	the page should scroll	PASS	
			check the page stops when you reach the bottom and doesn't allow you to				
			scroll too far. And check the page stops when you reach the top and doesn't		page changes to appropriate limits		
1			let you scroll too far.	the page should scroll to the appropriate limits		PASS	
			press shift + tab to return to the close modal button		tab navigation works correctly	PASS	
			press enter to close the modal	the rules modal should close	rules modal closes correctly	PASS	
C018C set	ttings modal navigation	1	press tab to select the settings button		settings button selectable correctly	PASS	
1		2	press enter	the settings modal should open	settings modal opens correctly	PASS	
1				the close modal button should turn red the			
1				same as when you hover over it, it should also	close gains focus correctly with		
1		3	press tab	gain an outline showing it is selected	background in red as required	PASS	
		4	press enter	the settings modal should close	settings modal closes correctly	PASS	
		5	reselect the settings button using the tab key	<u> </u>	settings button selectable correctly	PASS	
1			press enter	the settings modal should open	settings modal opens correctly	PASS	
			 	and a strong strong open	gzoddi opens con codi		
		7	press tab twice to select the game difficulty toggle	the toggle switch should gain a focus outline	toggle switch gain focus outline correctly	PASS	
1		'	Press tab twice to select the game unificulty toggle	the toggle switch should move from easy to	tobbic switch gain rocus outline correctly	r A33	
1					torale changes from to have con-	DACC	
1		8	press enter	hard	toggle changes from to hard correctly	PASS	
[the focus outline should move to the rounds	forms the same to all districts	DA	
1		9	press tab	needed to win slider bar	focus changes to slider bar correctly	PASS	
				the slider toggle should move along the track			
[in the direction chosen and the numeric	slider changes accordingly. Numeric		
[10	press the left and right arrows	indicator below should change accordingly.	value changes correctly.	PASS	
[the focus outline should move to the colour			
[11	press tab	mode toggle switch	focus changes to toggle switch correctly	PASS	
				the toggle switch should move to the opposite	toggle changes to opposite side correctly.		
				side and the colour scheme for the site change			
1		12	press enter	to dark mode	correctly.	PASS	
1		13	press shift + tab to return to the close modal button		tab navigation works correctly	PASS	
1			press enter to close the modal	the settings modal should close	settings modal closes correctly	PASS	
		14	press enter to diose the modul	the button should gain an outline indicating	button gains the focused element outline	1733	
C018D cla	assis game navigation	1	select the play classic button using the tab key	-	l I	PASS	
COTOD CIS	assic game navigation	1	select the play classic button using the tab key	the button focused upon	correctly	LW22	
[the game screen should change to the enter		DACC	
		2	press enter	name screen	game changes the name screen correctly	PASS	
				the back button should gain focus and change			
[3	press tab	colour to red	back icon changes to red correctly	PASS	
				the input field should gain focus and a typing	input gains focus and typing icon appears		
			press tab	indicator should appear	correctly	PASS	
		5	press tab	the start button should gain focus	start button gains focus correctly	PASS	
1				the game should change to the classic game			
1		6	press enter	screen	game changes the game screen correctly	PASS	
				the first game tile "rock" should gain a focus	first game tile gains an outline indicator		
1		7	press tab	outline indicator	correctly	PASS	
1					,		
				the focus indicator should move between the			
				game tiles first, in order, then onto the rules	focus changes between tiles and buttons		
		8	press tab to cycle through the game tiles and buttons	buttons then quit button.	correctly	PASS	
			navigate to the rock game tile using the tab key	the rock game ufo should gain an outline	rock tile gains an outline correctly	PASS	
				TOTAL TOTAL RATING AND SHOULD SAID AD OUTING		LWOO	1

	3	press tab	the back button should gain focus and change colour to red	back changes colour and gains focus outline correctly	PASS	
	3	press tab	the back button should gain focus and change colour to red	back changes colour and gains focus outline correctly	PASS	
		·	the input field should gain focus and a typing	input gains focus and typing icon appears		
	4	press tab	indicator should appear	correctly	PASS	
	5	press tab	the start button should gain focus the game should change to the spock game	start button gains focus correctly	PASS	
	6	press enter	screen the first game tile "lizard" should gain a focus	game changes the game screen correctly lizard gains the focus outline first	PASS	
	7	press tab	outline indicator	correctly	PASS	
	8 9	press tab to cycle through the game tiles and buttons navigate to the rock game tile using the tab key	the focus indicator should move between the game tiles first, in order, then onto the rules buttons then quit button. The game tile order should be top row left to right, middle row left to right then buttons left to right the rock game ufo should gain an outline the game tile animation should start taking the tile out of the screen. Then the tile selected should re-enter the screen and fly to the lower location, play the round and then fly out. The	focus outline changes order correctly rock tile gains an outline correctly	PASS PASS	
		press enter to select the rock game tile continue playing the game with the keyboard until you reach the end screen selecting different tiles to ensure each one works	returning game tile to the original location should retain the focus.	animation operates correctly	PASS	
	11	selecting different tiles to ensure each one works		hastata manu huttan asina fanus autlina		
	12	press tab	the back to menu button should gain focus.	back to menu button gains focus outline correctly	PASS	
	13	press enter	the game should return to the main menu	game changes to main menu correctly	PASS	